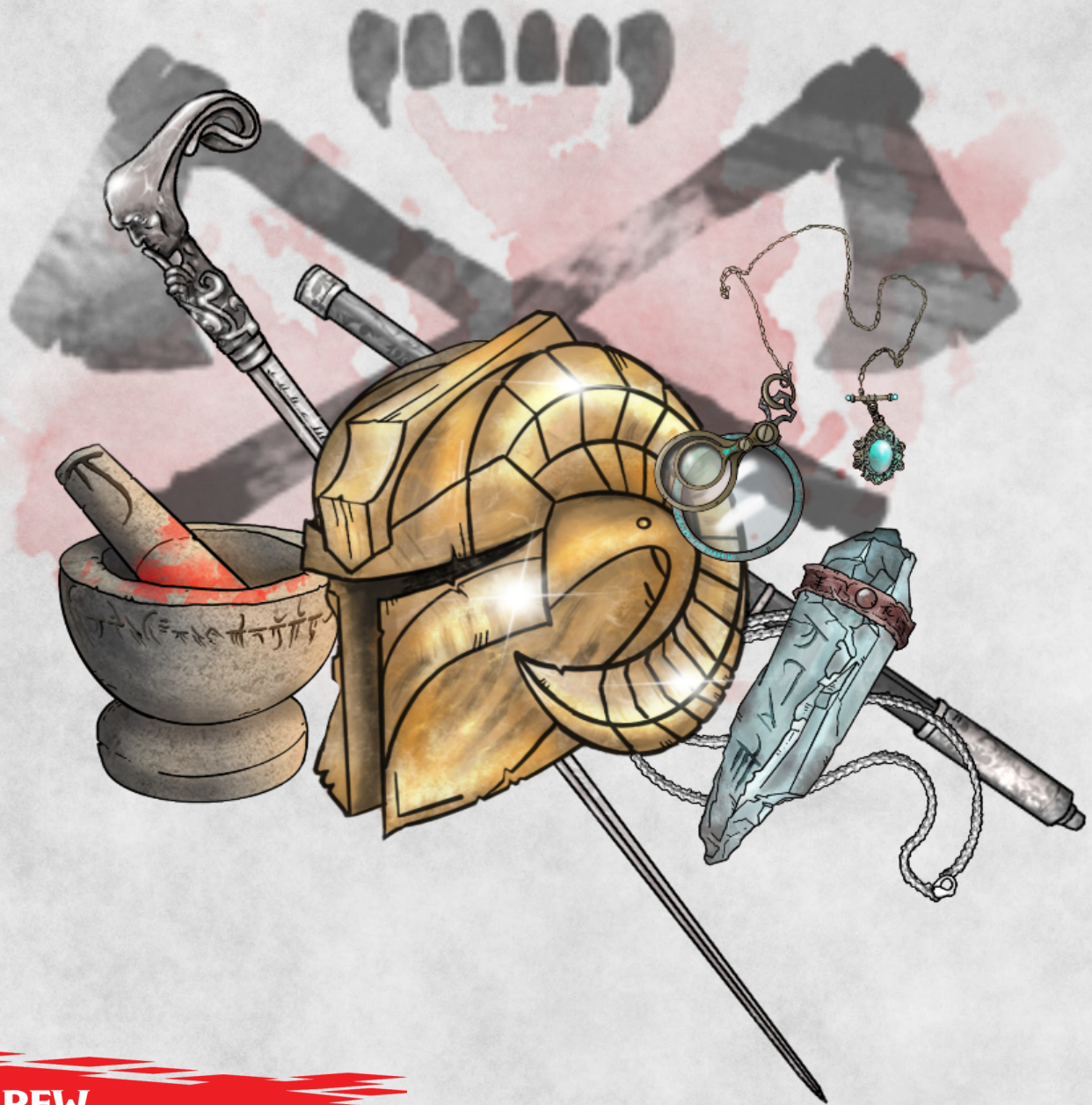


FERALBORN TRADING Co.



HOMEBREW

2ND 20 MAGIC ITEM'S OF 2020

2ND 20 OF 100 HOMEBREW MAGIC ITEMS
PLEGDED FOR 2020. ALL THE ITEMS ARE REVISED
AND BALANCED IN RESPONSE TO COMMUNITY
FEEDBACK AND PLAYTESTING.





ANTIMAGIC STAKES

wondrous item, very rare

Magehunter relics of the Gate Wars which can be found scattered across the ruins and ancient battlefields of the Old Kingdom. Sometimes found as solitary items, rare pairs or sets can sometimes be found collecting dust in arcane market stalls. Stories exist of crates of 6 or more being used to trap powerful magic users or to level the playing field against supernatural creatures.

The stake is 3½' long with a sharp point at one end. As an action, you can activate the stake. Once activated you can hold the stake in one hand or place it on a horizontal surface as part of the same action. The device remains activated until someone uses their action to deactivate it.

A single activated device does little more than resonate with a subtle metallic hum. However, the device glows with dim light (5' radius) when 3 or more are activated and arranged in a polygonal shape with sides no longer than 20' each (e.g. equilateral triangle, square etc.). Within the polygon formed by the stakes, an invisible antimagic field is created which extends 10' above and below the area. The polygonal shape of the field is only limited by the number of stakes used and their placement. The field is not obstructed by physical or magical barriers. New stakes can be activated which could adjust the polygons size and shape.

The antimagic field can be moved, while active, if the individual stakeholders carefully coordinate their movement. If a stake is moved, extending a side of the polygon beyond 20', that side fails and the field will try to default to the next largest possible shape, or shapes, depending on stake placement and availability. If no polygonal shape is possible, the whole field fails until the activated stakes are rearranged.

In all other respects the antimagic field created by the stakes is identical to the effects of the 8th level spell, *Antimagic Field*.

BARTER BAG

wondrous item, rare

This normal looking leather satchel is magically bound to a marble hemisphere (2" diameter) at the time of creation. As an action, you can teleport items stored inside the satchel to the location of the hemisphere.

In addition, you intuitively know of any items placed within a 5 foot radius of the hemisphere. You can use your action to teleport an item from within the radius, to the satchel.

The interior dimensions of the satchel are unchanged from a common bag (20.1 X 13.8 X 7.87, 21L, weight 2 pounds). If the satchel's interior is full, any attempt to transfer an item to the satchel fails. If the satchel and the hemisphere are not on the same plane, the transfer fails.

Note: It's recommended that the marble hemisphere be placed in a secure location. Nothing prevents the marble, or items near it, from being moved.

BEAST KIN NECKLACE

wondrous item, very rare (requires attunement)

Shamanically enchanted necklace made of numerous claws, teeth, and bones of various deadly predators.

Alpha. If a beast targets you directly with an attack, that creature must make a Wisdom saving throw (DC 15). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack. On a successful save, the creature is immune to this effect for 24 hours. A beast is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

Beast Bond. As an action choose one beast within 60' to bind with. If the creature is unwilling, it must make a Wisdom saving throw (DC 15). If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. Once bound, you take total and precise control of the creature as if it is under the effects of the *Dominate Beast* spell. During this time you see through the creature's eyes and hear what it hears, gaining the benefits of any special senses that the creature has. While bound to a creature, you are deaf and blind with regard to your own senses, and your body is paralyzed. Any damage to your body requires you to make a concentration check to maintain the bound. If a creature dies while you are bound with it, you suffer their CR d10 Psychic damage, minimum 1d10.

You can use your action at any time to end the bond and return to your normal senses. Each time an unwilling creature takes damage, it can make a new Wisdom saving throw against the binding. Once a beast succeeds this saving throw, the bind ends and it is immune to binding for 24 hours unless it becomes willing.

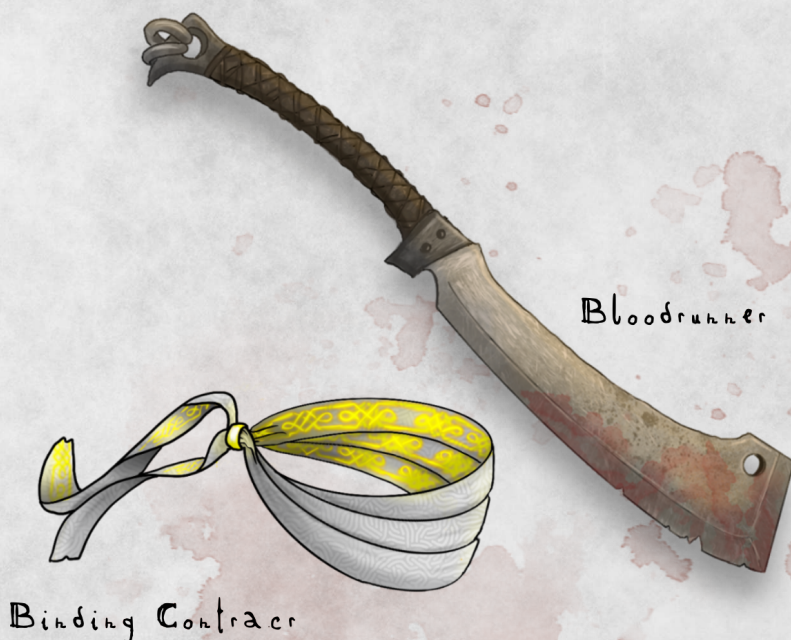
BINDING CONTRACT

wondrous item, rare

A binding contract usually comes in the form of a thin ribbon of cloth with a metal binding. As an action you can cinch up the binding to tighten it around the appendage of a willing or restrained creature (normally the wrist or upper arm).

After the ribbon is tight, you speak a magical command securing it on the creature. If the creature can understand you and is unwilling, you can force the creature to make a Wisdom saving throw (DC 15) to avoid the binding. A creature who is charmed or can't understand you, cannot be bound.

The command is commonly an oath or contract to carry out some service or refrain from some action or course of activity as you decide. You can issue any command you choose, short of an activity that would result in certain death.



Should you issue a suicidal command, the binding fails. The command can include a deadline to accomplish a task but it must be an agreed upon time period or no less than 30 days.

While a creature is bound, each time it acts in a manner directly counter to your instructions the bind tightens. If the command has a deadline, the bind will also tighten for each day past the deadline.

BINDING CONTRACT

Tightening Consequence

- 1 The creature suffers disadvantage on ability checks involving that appendage. If the appendage is required for movement, the creature's movement is halved.
- 2 The binding digs deeper into the creature's flesh. The creature suffers disadvantage on attack rolls, and Strength and Dexterity saving throws are made at disadvantage.
- 3 The creature is unable to use the bound appendage, if that appendage is required for movement, the creature cannot move without assistance.
- 4 The creature's appendage is severed and the binding ends.

Short of losing an appendage or a *Wish* spell, the bind can only be removed when the contract is complete, the owner removes it, or either party dies.

BLOODRUNNER

weapon (scimitar), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. Blood runner also has the Versatile property (1d8).

First Blood. The first time you damage a creature that bleeds, you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Creatures that do not need blood to survive are unaffected.

Bloodletting. You score a critical hit on a 19-20. When you score a critical hit on a creature, it takes 1d6 bleeding damage at the start of each of its turns, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. At the start of each of the creatures turns you gain temporary hit points equal to 3 times the bleeding damage dealt. The bleeding continues until the creature, or a creature within 5 feet of it, uses an action to make a DC 15 Wisdom (Medicine) check, to staunch the wound. Creatures that do not need blood to survive are unaffected. You can choose to end this bond at anytime.

Brutal Cleave. When you reduce a creature to 0 hit points, the blade cleaves through the target and any excess damage from that attack can carry over to another creature nearby. Select another creature within your reach, if the original roll is sufficient to hit that creature, you can apply any remaining damage to it. You cannot move until after you resolve the Brutal Cleave.



BORING ROCK

wondrous item, rare

You can hold this palm sized enchanted rock and direct it to carve away at nonmagical, unworked earth and stone with magical force. You gain a burrowing speed of 20 ft. You can also tunnel through solid rock but your movement is slowed to 1 ft. per round.

Burrowing through earth, however, does not necessarily create a passable tunnel for anyone following you. The structural integrity of the tunnel is based on the material and your ability to choose the path of optimal stability. If the material is stable, you leave a 5 foot-wide, 6-foot-high tunnel in your wake.

In addition, while holding the Boring Rock you gain the following additional features:

- You can use an action to perceive with tremorsense (60ft) until the end of your turn.
- You can cast the *Mold Earth* cantrip. If you already know the *Mold Earth* cantrip the Stone enhances your spellcasting. While holding the stone you can manipulate a 10' cube and have 4 non-instantaneous effects active at a time.

CLOAK OF THE DESERT WINDS

wondrous item, rare (requires attunement)

While wearing this desertborn cloak you gain the following features:

- You ignore Difficult Terrain created by sand and wind. You can also tolerate temperatures as high as 150 degrees Fahrenheit before you need to make constitution checks to avoid exhaustion.
- If blowing sand or dust obscures your vision, you perceive as if the clarity is one degree lower (E.g. heavily obscured becomes lightly obscured).
- When you take the *Hide* or *Dash* action you can cause sand to rise up and swirl in a 10' radius sphere centered on you. The blowing sand moves with you and lasts until the beginning of your next turn. You can attempt to *Hide* amongst this sand, even though the area is only lightly obscured. During a *Dash*, the powerful whirlwind gives you a fly speed equal to your movement speed but you must end your turn on the ground, or fall.

ECHOSIGHT MONOCLE

wondrous item, very rare (requires attunement)

While viewing through the monocle you can utilize the following features:

Keen Eye. You gain advantage on Intelligence (investigation) checks to detect forgeries, and the value of gems and precious metals.

Identify. You can inspect objects as if you had cast the *Identify* spell as a ritual.

Echosight. When you peer through the monocle you can see echoes of the past that relate to a question you have regarding an object or your immediate surroundings.

After observing the object or location for 10 minutes a spectral echo of a specific moment in time, relating to your question, begins to play out before you. This incorporeal echo overlays a 20 foot cube around the object or location and is an exact visual recreation of past events. You are free to move about the area as the event unfolds but are unable to interact with the echo. This echo lasts for 1 minute or until you remove the monocle, or leave the 20 foot cube. The DM will describe the scene in detail but the answer to your question may need to be puzzled out from the available visual clues.

For example, you could ask, "who killed this creature?", and the vision will show the minute the incident occurred but you may still not recognize the killer.

If a question can't be directly answered with a past event, the monocle will show a cryptic or vague echo relating to the object or location.

For example, if you ask "What is the meaning of life?", the monocle may just show an echo of a loving couple or happy child that was near the object or location at some point in the past.

Once you have used this feature you can't use it again until the next dawn.

GATE SHARD

wondrous item, very rare (requires attunement)

When the Arc Gate collapsed the colossal stone ring that surrounded the gate was scattered by the violent explosion that followed. Shards can now be found buried across the Known World. Some of these shards contain remnants of the Arc Gates power.

At the end of a long rest you can select any damage, besides bludgeoning, slashing, or piercing, to attune the shard to. You gain resistance to this damage type and any magical damage caused by a spell you cast can be changed to this type. Any additional effects of the spell remain mechanically unchanged and provide no additional advantage, but can be described in a way that fits the damage type. e.g. a Fireball that does necrotic damage.

In addition, as a reaction to taking damage of the attuned type, you can immediately attempt to redirect half the damage rather than just resist it. Roll a d20, on 10 or higher you redirect a portion of the spell's energy and can immediately make a ranged spell attack against any target that you can see within 60'. On a hit, the target suffers damage equal to half the original spells damage dice. On a 9 or lower, lose your resistance to that damage type, including against the triggering damage, until the beginning of your next turn.

Gatewalker. The shard becomes exalts if it travels to the plane to which the damage type has been attuned. While on the corresponding plane the Gate Shard temporarily grants you the movement speed, damage immunities, and additional traits necessary to survive on the plane as a native e.g. water breathing on the elemental plane of water, immunity to fire on the elemental plane of fire, etc. *DM discretion*

HAT OF DIVERGENCE

wondrous item, uncommon

This magical cloth hat, also know as a scatter hat, will change its style to match your aesthetic. While worn, the hat allows you to create illusionary duplicates which assist you in evading anyone who may try to visually track your movement.

As a bonus action you can create three illusory duplicates of yourself which appear and overlap your form. When you move on your turn, the duplicates match your movement speed and move in opposing directions away from you. These duplicates mimic your mannerisms, avoid obstacles in their path, match your urgency, and never move closer to you. This combination makes it impossible to track which image is real as you all duck down alleys or become lost in the crowd.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this illusion if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

If you behave in a way that draws specific attention to yourself, you may betray yourself as the trueform e.g. you are witnessed attacking someone or casting a spell.

The effect can last up to 10 minutes. The effect ends if all three duplicates are destroyed or you use your action to dismiss the illusory duplicates.

Once you use this feature you can't use it again until the next dawn.

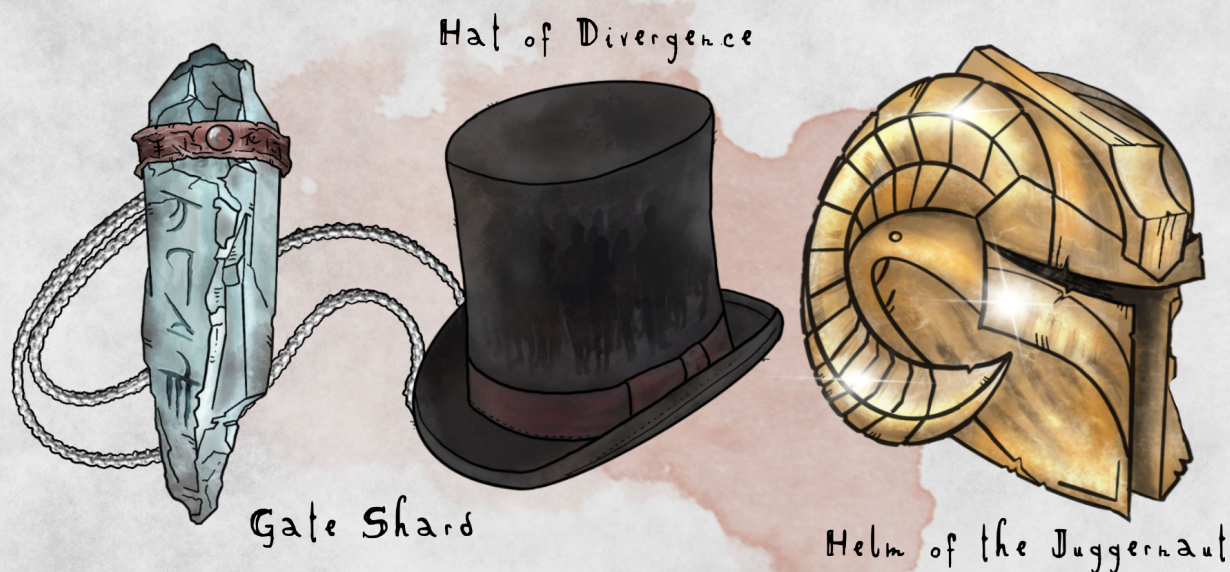
HELM OF THE JUGGERNAUT

wondrous item, rare (requires attunement)

While you are wearing this helm, you can call forth its power to become a near unstoppable force. When you can take the *Dash* action to move in a straight line, you gain the following special features. If you change direction, stop your forward progress, or end your turn, these features end.

Your movement is unaffected by difficult terrain, and spells and magical effects can't reduce your speed or cause you to be paralyzed or restrained.

Any large or smaller creature in your path must make a Dexterity (Acrobatics) check (DC 15) to dodge out of the way or a Strength (Athletics) check (DC 30) to halt your movement. If the creature fails to dodge or halt your movement, it is knocked Prone and takes 3d6+str bludgeoning damage. You can move through the space of any prone creature unimpeded. However, you provoke opportunity attacks from creatures that successfully dodge.



Rings of Transportation



Manitou Paint

Scarf of Uncertain Times



Any huge creature in your path must make a Strength (Athletics) check (DC 30) or be pushed backward 10' and suffer 3d6+str bludgeoning damage on a failed save. This halts your movement.

Any structures in your path take 6d6+str bludgeoning damage. If this damage destroys a portion of the structure equal to your size, your movement continues. If not the structure halts your movement. If your movement is halted, you take 3d6+str bludgeoning damage, and must roll a Constitution saving throw (DC equal to the damage) or be stunned until the beginning of your next turn.

MANITOU PAINT

wondrous item, rare

Shamanically enchanted stone mortar and pestle. You can use this item to replicate any uncommon or lesser potion, or manitou paint, which has had its essence absorbed into the mortar. These reproductions are identical in function but are in the form of a cream or paint. To absorb a potion, or manitou paint, essence, you must expend its use by mixing it into the mortar and working it with the pestle for 1 hour. The essence of Ghost Paint, the shamanic warpaint of the Suuk Manitou raiders, is already absorbed as part of the item's creation.

Once absorbed, you intuitively know how to continuously reproduce these paints from natural materials. You must spend 1 hour gathering these natural materials (herbs, berries, muds, etc) and use the mortar and pestle to magically craft them into the paint. Proficiency in the Herbalism Kit will cut this time in half. This process creates enough paint for 5, single use applications. After 24 hours, any paints that have not been used lose their potency. Once you craft a paint, you can't craft any others until the next dawn.

A creature can use their action to apply the paint to their skin, thereby expanding the paint's use and activating its effect.

Ghost Paint. When you apply this red paint to your face you gain immunity to the Frightened condition. In addition, in natural terrain you are never less than lightly obscured, even while exposed in bright light. The paint's magical effect lasts for 1 hour.

RINGS OF TRANSPOSITION

wondrous item, rare

A set of two near identical rings. When the rings are worn by individual creatures, synergistic conjuration magic is awakened.

As a bonus action a creature can initiate a transposition. When this action is made, the creature with the corresponding ring can use their reaction to complete the transposition. If the creatures are within 30' of each other, they teleport, instantly switching locations.

If one of the creatures is unconscious, the creature with the other ring can use their action to force the transposition.

SCARF OF UNCERTAIN TIMES

wondrous item, rare

Worn about the neck and shoulders this scarf can be wrapped to provide protection from potential hazards.

As action you can wrap the scarf so that it covers your nose and mouth. While worn in this fashion the scarf provides immunity to poisons, gasses, diseases, and environmental hazards that must be inhaled to cause harm. While the scarf covers your mouth, your voice is inaudible to creatures beyond 5ft of you, and you cannot eat or drink.

You can also wrap the scarf around your head to form a cowl or hood. While the scarf is worn in this way you can use your action to conjure an invisible repulsive barrier. The barrier lasts for 1 hour, or until you dismiss it or fall unconscious. While active, no medium sized or smaller creature can approach within 5ft of you. If a creature is within 5ft of you when you conjure this barrier, they are immediately pushed 5ft away from you. Once active the barrier can be interacted with as if it were an extension of your physical form. For example, you may still need to make contested checks in order move a creature blocking your path or to avoid being knocked prone.

Once you use this feature, it can't be used again for 7 days.

SHAMAN'S CLAW

magic weapon, rare

Worn as a gauntlet, this simple weapon is crafted of natural materials and enchanted to channel the primal savagery of the wild.

The Shaman's Claw does 1d4 piercing damage, and has the finesse and light properties.

Shaman's Claw provides the following features:

Cornered Beast. Whenever two or more enemies are within 5 feet of you, you can use your reaction to make an attack with Shaman's Claw against a creature when it enters your reach or attempts to grapple you. Under these same circumstances you may take two reactions each turn, provided that you are also below 50% of your max hit points and at least one of the reactions is an attack with Shaman's Claw.

Feral Aggression. You don't have disadvantage on attack rolls made with Shaman's Claw while prone or restrained. In addition, when a target, or you, are subject to the Grappled condition, you can use your bonus action to make an attack with Shaman's Claw.

SINGULARITY ORB

wondrous item, very rare

As an action you can activate this small walnut sized metallic orb by twisting the top half of it counter clockwise. Once activated you can throw the orb up to 60' as part of this same action. Upon impact the orb creates a 20 ft radius of gravitational force for the next 1 minute. The area becomes difficult terrain for the duration and unsecured objects that are completely within the area are automatically pulled towards the orb.

When a creature moves into the area or starts its turn there, it must make a Strength saving throw (DC 15). On a failed save, the creature is knocked prone and pulled up to 20-feet towards the orb. If this movement brings the creature within 5ft of the orb, the creature is also Paralyzed.

Objects and other creatures blocking the path may prevent a creature from coming into contact with the orb, in which case the creature is Restrained against the other creature or object instead. On a successful save the creature is not knocked prone and resists being pulled towards the orb. A Restrained or Paralyzed creature can end either condition by succeeding on the same Strength saving throw (DC 15) required at the start of their turn.

An unhindered creature within 5' of the orb can use their action to make an Intelligence (Investigation) check (DC 15). On a successful check the creature can deactivate the orb as part of the same action. If the creature is familiar with the orb, no check is required.

The Orb has 3 charges that replenish at dawn.

SURREPTITIOUS BLADE

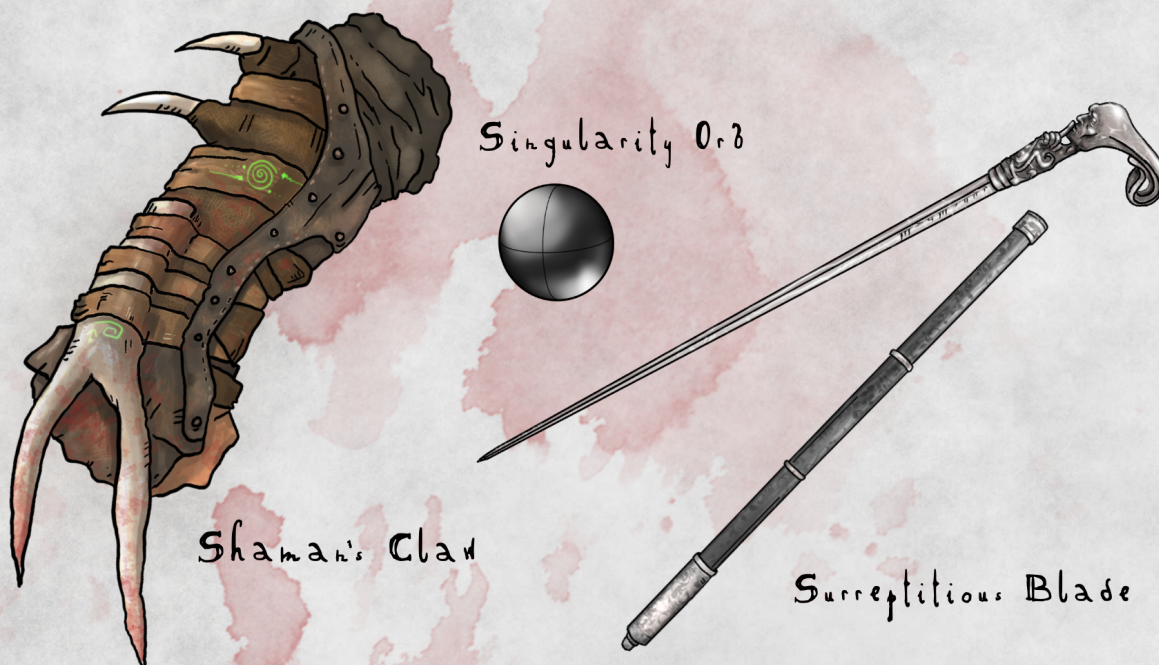
Magic weapon (cane sword), very rare (requires attunement)

This ornate walking cane conceals a +2 magical blade (use rapier).

Concealed and Versatile. Someone holding the cane can attempt an Intelligence (Investigation) check (DC 15) to discover the hidden catch that releases the sword. Otherwise the sword is undetectable. The cane (with the sword sheathed or unsheathed) is considered an improvised weapon. The reinforced cane sheath can also be used to parry incoming attacks while you are wielding the sword in the opposite hand. When you are hit by a melee weapon attack, you can use your reaction to increase your AC by 1 against the triggering attack.

Veiled. Once per turn, when you hit a creature with the sword, you can hide all evidence of the attack. The attack leaves no trace on armor, cloth, or flesh. All damage from this attack becomes Psychic.

Hush. As a bonus action, all sound within a 15 feet sphere centered on the sword is reduced to the level of a whisper until the beginning of your next turn.





Tankard of Magic Bean Water



Tethering Band(s)



Whistler

TANKARD OF MAGIC BEAN WATER

wondrous item, uncommon

As an action you can command the tankard to fill to the brim with an exotic hot liquid bean water (coffee). The liquid invigorates and energizes those who consume a mug of it.

As an action, you can drink a mug of the liquid (although sipping is recommended because its HOT!). For the next one hour, you ignore the effects of one level of exhaustion, gain advantage on initiative and perception checks, and magic can't put you to sleep.

The tankard holds enough liquid to fill 3 mugs. You can only benefit from the effects of one mug at a time. The liquid remains hot for 1 hour, after which it loses its magical effect permanently. The tankard can't be refilled until the next dawn.

TETHERING BAND(S)

wondrous item, rare

An indestructible metal band, commonly found in pairs, that tethers to a location or to another band. The tether is only visible, and tangible, when it is fully taunt and under tension, appearing as a rope of magical energy.

As an action the band can be secured to an object, or a willing or restrained creature. The band will contract or expand, allowing it to fuse around anything comparable to a medium sized creature's wrist or ankle, or smaller. As part of the same action, a command word is mentally assigned and the band is paired with a fixed space, or another tethering band, within 10 ft. The band is now magically tethered and cannot be moved further than 10ft away from its pair. A band can only have one pair at a time.

The tether can withstand up to 8,000 pounds of weight. More weight causes the tether to deactivate and fail. While tangible, the tether is immune to damage but acts, and can be interacted with, similar to a rope or chain of equal length.

The tethering band will remain secured in place until the command word is mentally recalled while making contact with the band. Casting Dispel Magic (DC 16) will also release the band. Removing the creature's limb or destroying an attachment point to an object, may free the tether but this does not open the band.

WHISTLER

wondrous item, legendary (requires attunement)

This is my take on certain blue skinned space pirate's weapon of choice.

Similar in size to a heavy crossbow bolt. Once attuned this +2 magical bolt can change speed, elevation, and direction, based on a pattern of intricate whistles. With practice the bolt can be a deadly weapon, weaving its way through enemies before returning to your hand.

As an action, you can release the bolt and move it up to 60'. Any change in the bolt's path costs 5' of movement and requires a Charisma (Performance) check (DC 13). Make a separate ranged weapon attack against any creature (friend or foe) in the bolt's path. You are proficient with the bolt and add your Charisma modifier to its attacks and damage. If you hit a creature with a challenge rating of 1/4 or less, it drops to zero hit points. If you hit a creature with higher challenge rating, it takes 3d10 piercing damage instead.

If the bolt reduces a creature to 0 hit points, or misses, it can continue its movement, if not, the bolt becomes stuck and its movement ends. A stuck creature suffers 1d10 points of piercing damage at the end of each of its turns until the bolt is removed. A creature can use its bonus action and make a Strength check (DC 15) to remove the bolt. If the arrow strikes a solid obstacle it may also become stuck or deflect, depending on the material. You can unstuck the bolt by expending ½ the bolt's movement.

If the bolt enters your space, you can grab it and stow it as part of your action. Otherwise, the bolt drops to the ground unless you use your action on subsequent turns to continue its path. The bolt must remain within 100' of you or it drops to the ground. You must be able to produce audible sound in order to control the bolt.

I'm Marry Poppins Ya'all. You can cast *Feather Fall* as a reaction to any creature grabbing the bolt, but only on that creature.

2ND 20 MAGIC ITEMS OF 2020

This began as a challenge to keep myself creative in 2020. I pledged to illustrate and detail one magic item a week, for a year. I got ahead of myself and received positive feedback, so now I'm shooting for 100. Some of the items have been used by characters and NPCs in my various campaigns. Other Items are new and may need some tuning. All the items are subject to revisions and rebalance based on feedback from the community and playtesting. Comments and critiques are always welcome. Thank you.

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